



Illus. Christopher Moeller

PLAYER'S GUIDE

MAGIC
The Gathering®

STRANGE DAYS

In many ways, the *Eventide*™ set follows in the eerie footsteps of the *Shadowmoor*™ set. But rather than demurely walking the same path, this set does a freaky little jig on top of its predecessor's footsteps.

Opposites Attract

Just as the *Shadowmoor* set turned the plane of Lorwyn on its ear, the *Eventide* set distorts everything the *Shadowmoor* set had established . . . or does it? The primary *Shadowmoor* theme was that cards cared about color, and that's still true here. The *Shadowmoor* set was filled with hybrid cards, and the same goes for the *Eventide* set. Wither, persist, and the ♣ (untap) symbol return as well. So what's so different?

Well, while the *Shadowmoor* hybrid cards were exclusively from allied color combinations (white-blue, blue-black, black-red, red-green, and green-white), the *Eventide* hybrid cards are exclusively enemy

colors (white-black, blue-red, black-green, red-white, and green-blue).

Since enemy colors don't have much natural overlap in terms of abilities or philosophies, the resulting cards feature plenty of innovation and more than a few surprises.

Since *Eventide* hybrid cards don't match any of the color combinations of *Shadowmoor* hybrid cards, does that mean they're useless together? No—that's the beauty of hybrid! Since each hybrid card can be played with just one of its colors, you can slip a green-blue hybrid card right into any green deck or any blue deck you've already got! Or you can build a new green-blue deck and add in some green-white and black-blue *Shadowmoor* cards. Hybrid always gives you more options, not fewer!





Illus. Dave Allsop

Chromatic Star

Just as the *Eventide* set continues the hybrid theme—but with a crazy twist—it also continues the “color matters” theme in an unexpected way. In the midst of cards that pump up your red creatures, or do something whenever you play a blue spell, you’ll find the quirky bunch of “chroma” abilities.

A normal “color matters” ability might check whether your cards are green. A chroma ability checks just how green your cards really are! The more colored mana symbols you’ve got in the upper right corner of your cards, the better off you are. Of course, this includes hybrid mana symbols too! Each chroma ability looks at a certain set of things and counts how many mana symbols of a particular color they’ve got. Which cards the ability checks, and what color it’s looking for, changes from card to card.



Encore! Encore!

The *Eventide* set has one more surprise in store, and that’s the retrace ability. Have you ever wished you could play your favorite spell over and over? That’s exactly what retrace lets you do!

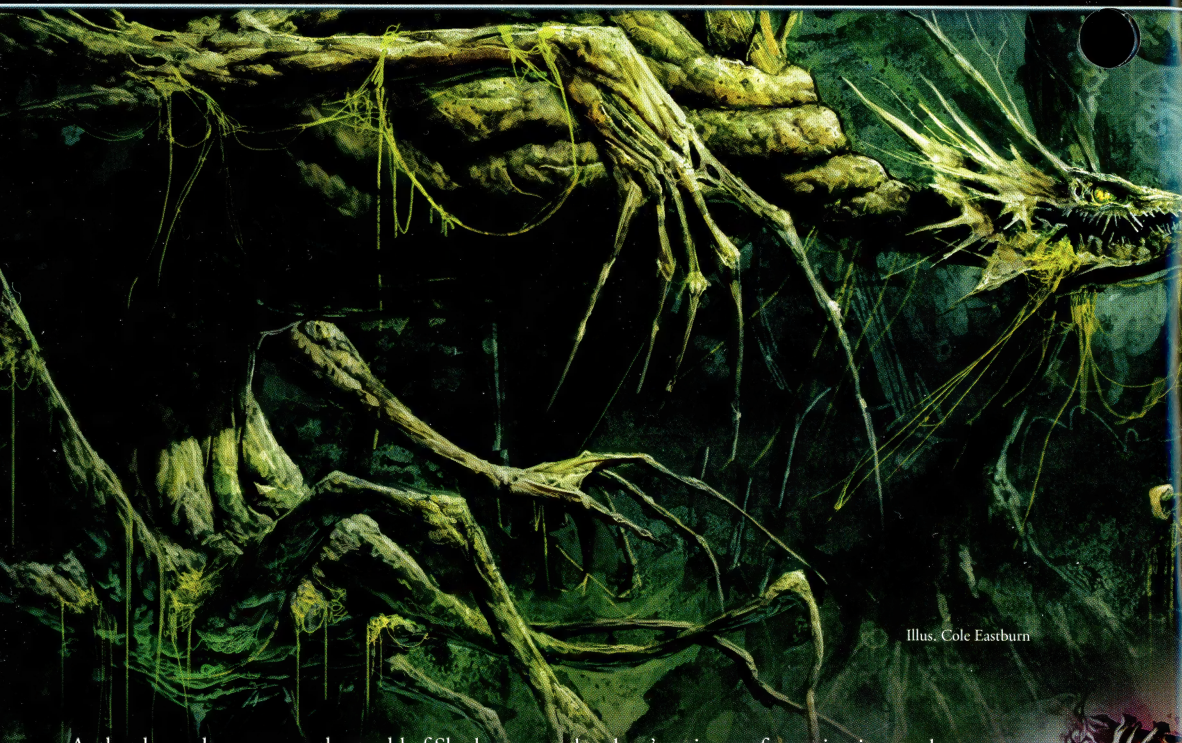
You can play a card with retrace in your graveyard by discarding a land card in addition to paying its other costs. Even though it’s coming from your graveyard rather than your hand, everything else about playing the card is normal: You have to pay its mana cost. If it’s a sorcery, you can play it this way only at the time you could normally play a sorcery. The card itself moves out of your graveyard, gets played, and then goes back into your graveyard when it’s finished—so if you’ve got another land card to discard, you can play it again!



Twist and Shout

Weirdness reigns in the *Eventide* set. Black and white find common ground, mana symbols do double duty, and your spells come back from the dead. It’s high midnight in the land of eternal darkness, and things are about to get very twisted indeed!

MYTH BY MOONLIGHT



Illus. Cole Eastburn

As the gloom deepens over the world of Shadowmoor, the plane's eerie transformation is complete. Creatures from the macabre fringes of folklore thrive in the permanent night: trows and hags, selkies and pucas, hobgoblins and kelpies, ghosts and gwyllions. Their mix of mischief and malice drives the wholesome elves and the xenophobic kithkin back into their strongholds, opening the door for sinister forces to reign.

The darkness has brought out the best and the worst in the heroes. Some have survived the Aurora with their identities intact, but others have changed completely. Rhys, newly of the Wilt-Leaf elves, has returned as a safewright, an elf dedicated to the preservation of Shadowmoor's dwindling sources of beauty. Once a disfigured renegade, he is now redeemed and whole—except for his memory of Lorwyn. When his long-lost friends catch up with him to complete their quest, he doesn't know why they call cinders “flamekin” or Kinscaer “Kinsbaile,” but he knows their purpose is true.



Brigid has begun to adapt to the changes in her kithkin community. The thoughtweft is alien to her now, a buzzing hive-mind of paranoid strangers, but she has bonded with enough Shadowmoor kithkin to feel like one of them. However, she can't help missing her constant companion, the sun. The bright sky of Lorwyn has disappeared from her life forever, a truth she must eventually face.

The elf Maralen faces a dark mirror inside her own soul: the mysteries that surround her origins and her connection to the faeries of the Vendilion clique. Veesa, Endry, and Iliona must themselves confront a strange possibility: even though their race was carried through the Aurora physically unchanged, the actions of the heroes might be altering their fundamental relationship with Oona, the queen of the fae.

Change has stricken the flamekin Ashling hardest of all. Known as “the Extinguisher” by some and “the Destroyer” by others, she’s a dark manifestation of the elemental power she sought communion with back in Lorwyn. Of all her race, she is the only flamekin not to have sputtered out into a smoldering “cinder.” Instead, her dark flame expands along with her rage, destroying all it touches. Rhys and his allies will have to find a way to slow or stop her before they’re caught up in her swath of devastation.

The story of Lorwyn and Shadowmoor nears its conclusion. The plane that has swapped day for night, the idyllic for the sinister, will meet its true destiny as the characters realize their own. In the end, the two most powerful forces on the plane will collide. The victor will determine how the faerie tale ends.

Illus. Aleksí Briclot

Illus. Wayne Reynolds

THE TEN COOLEST EVENTIDE CARDS

by Devin Low, Magic™ Head Developer



1. Divinity of Pride

The lifelink ability means that whenever Divinity of Pride deals damage, you gain that much life. After a couple of 4-damage hits, the Divinity grows into a totally insane 8/8, still with flying and lifelink. Keep attacking for 8 damage in the air each turn, and the 8 life you gain will let you laugh off your opponent's attacks.



3. Figure of Destiny

Disguised as a humble 1/1, Figure of Destiny quickly reveals its true nature. If you can play it on your first turn, you can pay $\{\}$ on your second turn to promote it and attack with a 2/2. On turn three, it's a 4/4. In its final form, this 8/8 Kithkin Spirit Warrior Avatar with flying and first strike will help you achieve your destiny: victory.



5. Call the Skybreaker

Here's a philosophical question for the ages: Is there anything better than making a 5/5 flier? How about making a second one with the same card? And then a third and a fourth? Retrace transforms your useless lands into more and more 5/5 fliers.



2. Thunderblast

A 7/2 with haste is going to smash something in a hurry. Blocking Thunderblast takes away the pain for a turn, but at a high cost. Then the persist ability brings Thunderblast back into play again, this time with trample, to dish out some nasty revenge.



4. Light from Within

White is famous for its powerful cheap creatures. Some of the most efficient are Knights that cost $\{\}$ —Knights that will each get +2/+2 when Light from Within is in play. Chroma abilities count hybrid mana symbols, too, so a "quint" like Divinity of the Pride gets +5/+5. Combine Light from Within with Hearthfire Hobgoblin, a 2/2 double striker for $\{\}$ and you get a whopping 10 damage a turn!



6. Talara's Battalion

Magic elves are often powerful, but Talara's Battalion really blows the top off. This 4/3 trampler is one of the largest two-mana creatures of all time. Play Llanowar Elves or another one-mana Elf with a mana ability on turn one, and it's easy to play a green spell and Talara's Battalion both on turn two.



7. Deity of Scars

This monstrosity shows up with two built-in regeneration "shields" in the form of -1/-1 counters. What cannot kill it makes it stronger! If you're not worried about Deity of Scars getting destroyed, you can remove the counters at any time to grow to its full 7/7.

8. Sanity Grinding

What will you flip over with Sanity Grinding? Every 1 card you reveal from your library is like a Millstone, putting two cards from your opponent's library into his or her graveyard. Every 5 cards, ten times in a row equals . . . game over.



9. Shorecrasher Mimic

A 2/1 for two mana is a great start, and Shorecrasher Mimic only gets better. Every turn you play a green-and-blue spell means a turn where Shorecrasher Mimic fights as a 5/3 creature with trample. Your opponent won't be able to block without wondering what you've got in your hand.

10. Creakwood Liege

In a monoblack deck or a monogreen deck, Creakwood Liege pumps all your creatures by +1/+1. But in a deck full of creatures that are both black and green, the bonuses stack to give each of your creatures +2/+2. Creakwood Liege also makes a free 1/1 black and green creature every turn . . . that the Liege pumps up to 3/3.



OUT OF THE WOODWORK

A look at some of the creepy hybrid creatures of the *Eventide* set . . .

The *Shadowmoor* set shrouded the world with eternal night, and now the *Eventide* set fills it with strange blends of hybrid mana. Together, these forces have awakened a variety of monsters and oddities that have never roamed the plane before, each one a paradoxical combination of opposing colors.



White/Black

Ghosts

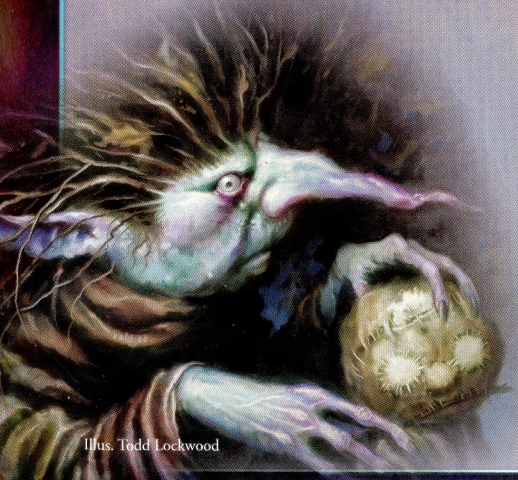
The spirits of Shadowmoor do not rest in peace. You'd be hard-pressed to find an overgrown well or abandoned cottage that wasn't haunted by some tormented presence. Light and warmth ward off these restless spirits, but those commodities are hard to come by.



Illus. Mike Dringenberg

Gwylions

Witch-like creatures known as gwylions cackle with glee over their infamously diabolical schemes. Gwylions prey on any traveler who dares to cross through the rotting farmlands and bogs they call home.



Illus. Todd Lockwood



Blue/Red

Pucas

Pucas are wicked, elusive creatures that enjoy malicious deception. They use their shapeshifting abilities to hide in plain sight, then strike when their quarry's guard is down. It's said that a puca hates its own reflection, so some elves carry mirrored daggers when in puca territory.



Illus. John Howe

Noggles

The stubborn horse-headed creatures known as noggles are reviled as pranksters and hooligans, but noggles believe that the world belongs to them, which justifies their urge for theft and mischief. If you're missing a precious heirloom, odds are good that a self-righteous noggle thief thought it was his all along.



Illus. Larry MacDougall



Black/Green

Swamp Hags

According to legend, Shadowmoor's swamp hags were once goddesses who watched over woodland marshes, but they fell to earth and become monstrous and grotesque. Now they're barely-sentient fiends who prey on everything they can snatch in their greasy fingers.



Illus. Dave Kendall

Trows

Ugly troll creatures known as trows scour the rotting woods near Ashenmoor with only one thing on their minds: meat. They'll feed on rats or bats, but they prefer the tender flesh of the humanoid races—and a trow's sense of smell can detect a wounded kithkin on the opposite side of the forest.



Illus. Warren Mahy

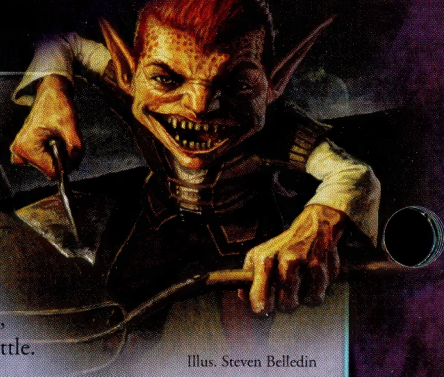


Red/White

Hobgoblins

A territorial and almost civilized species of goblin, the hobgoblin, or “hob,” is one of Shadowmoor’s cleverest denizens. Hobgoblins defend their hillside cottages with modified farm implements like trowel-daggers and pitchforks, and they never refuse a call to battle.

Illus. Steven Belledin



Duergars

The cantankerous, misshapen dwarves known as duergars live in deep caverns and mines, scratching out a harsh existence below the surface. Dour as they may be, duergars are industrious creatures, turning their stubborn routine into a productive mining enterprise.

Illus. Matt Cavotta



Green/Blue

Selkies

The eyes of the mysterious selkies see far beyond this benighted world. These seal-like denizens of the rivers are masters of magic and divination. Some say the selkies have even glimpsed Shadowmoor’s destiny—but if they have, they aren’t talking.

Illus. Mark Tedin



Kelpies

Monstrous, unpredictable predators lurk just below the river’s surface. Kelpies use their mind-clouding magic to lure hapless victims to the river’s edge and then use their lightning-fast jaws to devour them. Kelpies have the eerie ability to survive injuries that should be lethal.

Illus. Lars Grant-West



COMBO CORNER

by Mike Turian, Magic developer



Primalcrux & Spitting Image

Why settle for a 6/6 when you could have two 12/12s? But why settle for two 12/12s when you could have three 18/18s? Or four 24/24s? Or five 30/30s? Every time you cast Spitting Image on a Primalcrux, every Primalcrux gets 6 more power and toughness! As long as you can keep drawing lands to pay Spitting Image's additional retrace cost, you can grow your forces to 60,000 power! (Well, if you made ninety-nine copies plus the original.)

Soul Snuffers & Crumbling Ashes & Quillspike

These three cards combine to wipe out your opponent's army of creatures while leaving yours unscathed! First, play out Crumbling Ashes. Next drop Soul Snuffers to give every creature (including Soul Snuffers) a -1/-1 counter. During your next upkeep, and every upkeep for the rest of the game, Crumbling Ashes destroys a creature with a -1/-1 counter on it. Before your opponent runs out of creatures, bring out Quillspike to eat any -1/-1 counters on your side of the table and make your creatures immune to Crumbling Ashes.

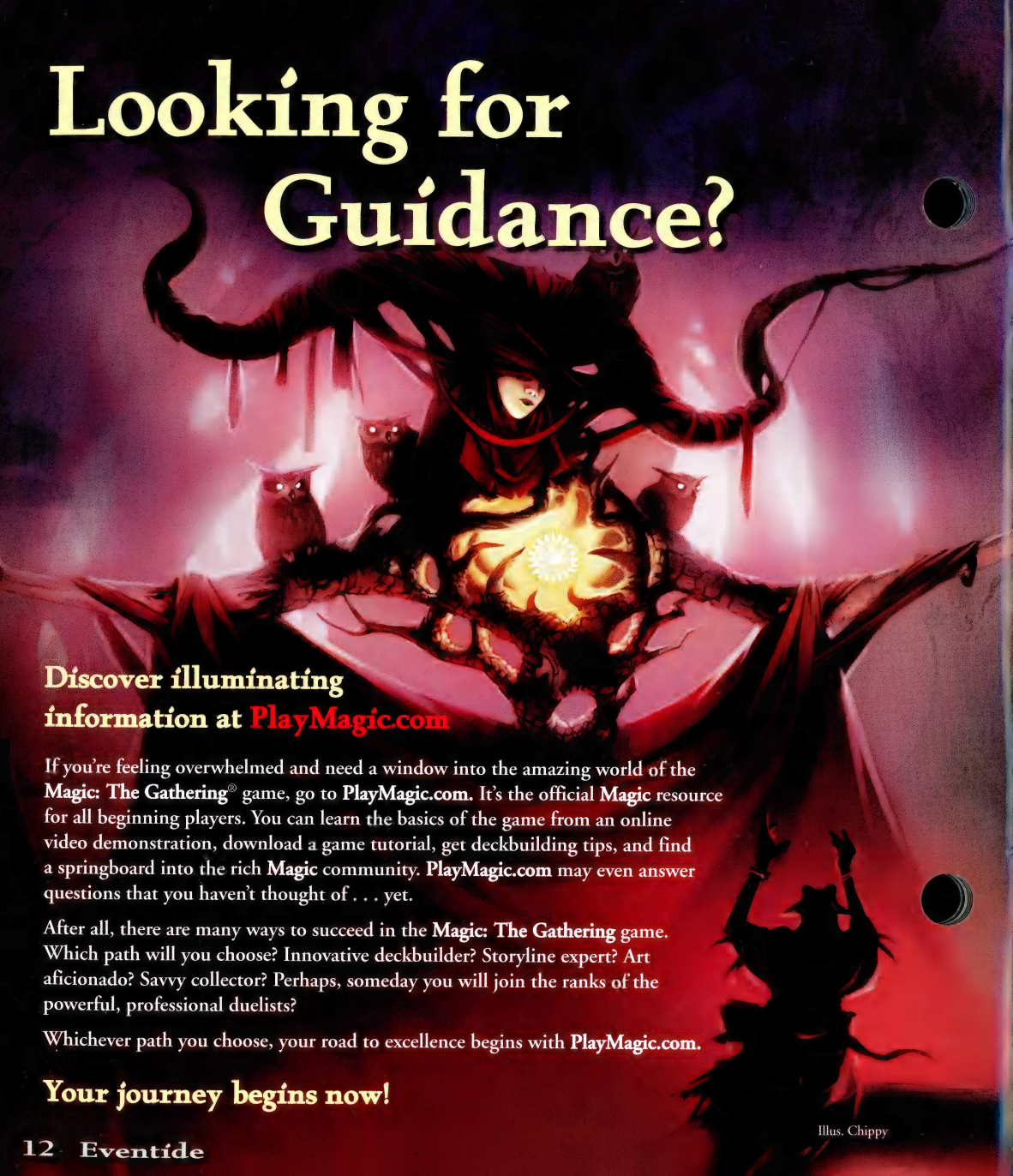


Doomgate & Creakwood Liege

Doomgate hungry. Doomgate eat Worm.
 Just in case a 10/10 trampler isn't big enough! When Creakwood Liege comes out, Doomgate grows to a 12/12! Sacrificing a creature every turn isn't such a burden with Creakwood Liege making a 3/3 Worm every turn. As a finishing touch, the eaten Worms boost your life. Try out this combo in the "Death March" theme deck!



Looking for Guidance?



Discover illuminating
information at **PlayMagic.com**

If you're feeling overwhelmed and need a window into the amazing world of the **Magic: The Gathering**® game, go to **PlayMagic.com**. It's the official **Magic** resource for all beginning players. You can learn the basics of the game from an online video demonstration, download a game tutorial, get deckbuilding tips, and find a springboard into the rich **Magic** community. **PlayMagic.com** may even answer questions that you haven't thought of . . . yet.

After all, there are many ways to succeed in the **Magic: The Gathering** game. Which path will you choose? Innovative deckbuilder? Storyline expert? Art aficionado? Savvy collector? Perhaps, someday you will join the ranks of the powerful, professional duelists?

Whichever path you choose, your road to excellence begins with **PlayMagic.com**.

Your journey begins now!

Eventide™

Card Encyclopedia

The *Eventide* Card Encyclopedia shows the entire *Eventide* card set. To keep track of your cards, just turn to the checklist on pages 34–35.

Archon of Justice 3



Creature — Archon

Flying
When Archon of Justice is put into a graveyard from play, remove target permanent from the game.
In dark times, Truth bears a blade.

Jason Chan 4/4

™ & © 1993–2008 Wizards of the Coast, Inc. 5/180

Ballynock Trapper 3



Creature — Kithkin Soldier

☞: Tap target creature.
Whenever you play a white spell, you may untap Ballynock Trapper.
No matter how large or small, fierce or fleeting, the kithkin have a trap for it.

Randy Gallegos 2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 5/180

Cenn's Enlistment 3



Sorcery

Put two 1/1 white Kithkin Soldier creature tokens into play.
Retrace (You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)
The more the scarier.

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 5/180

Endless Horizons 3



Enchantment

When Endless Horizons comes into play, search your library for any number of Plains cards and remove them from the game. Then shuffle your library.
At the beginning of your upkeep, you may put a card you own removed from the game with Endless Horizons into your hand.

Joshua Wager

™ & © 1993–2008 Wizards of the Coast, Inc. 6/180

Endure 3



Instant

Prevent all damage that would be dealt to you and permanents you control this turn.
The Aurora had lessened the kithkins' kindness, deepened their paranoia, and dulled their sense of pain.

Ralph Horsley

™ & © 1993–2008 Wizards of the Coast, Inc. 6/180

Flickerwisp 1



Creature — Elemental

Flying
When Flickerwisp comes into play, remove another target permanent from the game. Return that card to play under its owner's control at end of turn.
Its wings disturb more than air.

Jeremy Droco 3/1

™ & © 1993–2008 Wizards of the Coast, Inc. 6/180

Hallowed Burial 3



Sorcery

Put all creatures on the bottom of their owners' libraries.

*"I'd rather hear the screams of battle than the quiet that follows."
—Talara, elvish safeguard*

—Dave Kendall
TM & © 1993–2008 Wizards of the Coast, Inc. 31180

Kithkin Spellduster 4



Creature — Kithkin Wizard

Flying
1★, Sacrifice Kithkin Spellduster: Destroy target enchantment.
Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

—Trevor Hairsine
TM & © 1993–2008 Wizards of the Coast, Inc. 31180

2/3

Kithkin Zealot 3



Creature — Kithkin Cleric

When Kithkin Zealot comes into play, you gain 1 life for each black and/or red permanent target opponent controls.

The more his flock fears, the more power he wields.

—Scott Allmarth
TM & © 1993–2008 Wizards of the Coast, Inc. 31180

1/3

Light from Within 2



Enchantment

Chroma — Each creature you control gets +1/+1 for each white mana symbol in its mana cost.

*"Muscle does not make one strong. It only masks the soul's light. True strength lies in purity of purpose."
—Donal Alloway, cenn of Kinscaer*

—Aleksi Brickel
TM & © 1993–2008 Wizards of the Coast, Inc. 120180

Loyal Gyrfalcon 3



Creature — Bird

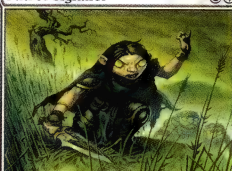
Defender, flying
Whenever you play a white spell, Loyal Gyrfalcon loses defender until end of turn.

It's tethered not to keep it from fleeing but to keep it from eating everything in sight.

—Darrell Riche
TM & © 1993–2008 Wizards of the Coast, Inc. 121180

3/3

Patrol Signaler 1



Creature — Kithkin Soldier

1★, 9: Put a 1/1 white Kithkin Soldier creature token into play. (9 is the untap symbol.)

Many a keen-eared bogle has run afoul of a clever and silently orchestrated kithkin ambush.

—Steve Prescott
TM & © 1993–2008 Wizards of the Coast, Inc. 121180

1/1

Recumbent Bliss 2



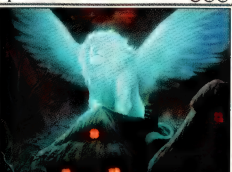
Enchantment — Aura

Enchant creature
Enchanted creature can't attack or block.
At the beginning of your upkeep, you may gain 1 life.

Kithkin somnouncancers enjoy the peaceful dreams touting from their victims.

—Todd Lockwood
TM & © 1993–2008 Wizards of the Coast, Inc. 121180

Spirit of the Hearth 4



Creature — Cat Spirit

Flying
You can't be the target of spells or abilities your opponents control.

Thieves know that a snarl in the night means, "Rob another house."

—Jason Chan
TM & © 1993–2008 Wizards of the Coast, Inc. 121180

4/5

Springjack Shepherd 3



Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

—Thomas Denmark
TM & © 1993–2008 Wizards of the Coast, Inc. 121180

1/2

Suture Spirit 



Creature — Spirit 

Flying
 ♦♦♦♦♦: Regenerate target creature.
Is her need to heal born out of compassion or penance?

— Larry MacDougall
TM & © 1993–2008 Wizards of the Coast, Inc. 16-180

1/1

Banishing Knack 



Instant 

Until end of turn, target creature gains “♦♦: Return target nonland permanent to its owner’s hand.”
Suddenly he realized that everything was connected by invisible strings, strings that could be pulled—or cut.

— Howard Lyon
TM & © 1993–2008 Wizards of the Coast, Inc. 17-180

Cache Raiders 



Creature — Merfolk Rogue 

At the beginning of your upkeep, return a permanent you control to its owner’s hand.
What the current doesn’t take, they do.

— Pete Venters
TM & © 1993–2008 Wizards of the Coast, Inc. 18-180

4/4

Dream Fracture 

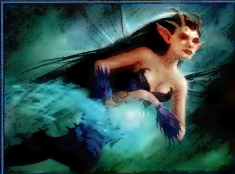


Instant 

Counter target spell. Its controller draws a card.
 Draw a card.
*“Creation is a paradox. It hatches from its opposite.”
 —Olka, Mistmeadow witch*

— Howard Lyon
TM & © 1993–2008 Wizards of the Coast, Inc. 19-180

Dream Thief 



Creature — Faerie Rogue 

Flying
 When Dream Thief comes into play, draw a card if you played another blue spell this turn.
Awylla’s salvaged dreams would finally be put to good use.

— Howard Lyon
TM & © 1993–2008 Wizards of the Coast, Inc. 20-180

2/1

Glamerdye 

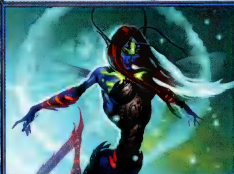


Instant 

Change the text of target spell or permanent by replacing all instances of one color word with another.
Retrace (You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)

— Ralph Horsley
TM & © 1993–2008 Wizards of the Coast, Inc. 21-180

Glen Elendra Archmage 



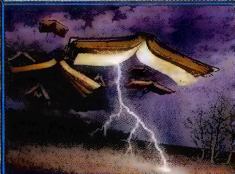
Creature — Faerie Wizard 

Flying
 ♦♦♦♦♦: Sacrifice Glen Elendra Archmage: Counter target noncreature spell.
 Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner’s control with a -1/-1 counter on it.)

— Warren Mahy
TM & © 1993–2008 Wizards of the Coast, Inc. 22-180

2/2

Idle Thoughts 

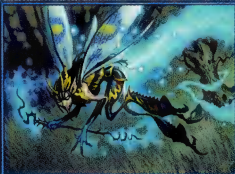


Enchantment 

2: Draw a card if you have no cards in hand.
Inspiration strikes the uncluttered mind.

— Steven Belledin
TM & © 1993–2008 Wizards of the Coast, Inc. 23-180

Indigo Faerie 



Creature — Faerie Wizard 

Flying
 ♦♦♦♦♦: Target permanent becomes blue in addition to its other colors until end of turn.
“You should see your face right now.”

— Steve Prescott
TM & © 1993–2008 Wizards of the Coast, Inc. 24-180

1/1

Inundate 3

Sorcery

Return all nonblue creatures to their owners' hands.

"For years, the landfolk have emptied their refuse into the waters. It's time to return the favor."

—Mark Zug
TM & © 1995-2016 Wizards of the Coast, Inc. 29180

Merrow Levitator 3

Creature — Merfolk Wizard

☛ Target creature gains flying until end of turn.

Whenever you play a blue spell, you may untap Merrow Levitator.

He fancies himself a master thief, claiming to "steal the ground" from his victims.

—Jim Pavelec
TM & © 1995-2016 Wizards of the Coast, Inc. 29180

Oona's Grace 2

Instant

Target player draws a card.

Retrace (You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)

Oona grants her favored subjects a dream from her own guarded heart.

—Rebecca Guay
TM & © 1995-2016 Wizards of the Coast, Inc. 27186

Razorfin Abolisher 2

Creature — Merfolk Wizard

1 ☛, ☛: Return target creature with a counter on it to its owner's hand.

Once you have been marked by the merrows, you are not long for their toasters.

—William O'Connor
TM & © 1995-2016 Wizards of the Coast, Inc. 29180

Sanity Grinding

Sorcery

Chroma — Reveal the top ten cards of your library. For each blue mana symbol in the mana costs of the revealed cards, target opponent puts the top card of his or her library into his or her graveyard. Then put the cards you revealed this way on the bottom of your library in any order.

—Lars Grant-West
TM & © 1995-2016 Wizards of the Coast, Inc. 29180

Talonrend

Creature — Elemental

Flying

☛ Talonrend gets +1/-1 until end of turn.

Change is a denizen of Shadowmoor as much as ouphes and noggles are.

—Nils Hamm
TM & © 1995-2016 Wizards of the Coast, Inc. 30186

Wake Thrasher 2

Creature — Merfolk Soldier

Whenever a permanent you control becomes untapped, Wake Thrasher gets +1/+1 until end of turn.

Anyone who thinks merrows have more brains than bratw has never been run over by one.

—Jesper Eising
TM & © 1995-2016 Wizards of the Coast, Inc. 31186

Wilderness Hypnotist 2

Creature — Merfolk Wizard

☛ Target red or green creature gets -2/-0 until end of turn.

"I felt as if I were moving in brackish water, as if I were drowning, even though I knew I stood on dry land."

—Dindun of Kulrath Mine

—Rebecca Guay
TM & © 1995-2016 Wizards of the Coast, Inc. 32186

Ashling, the Extinguisher 2

Legendary Creature — Elemental Shaman

Whenever Ashling, the Extinguisher deals combat damage to a player, choose target creature that player controls. He or she sacrifices that creature.

The Aurora had transformed her into a relentless force of destruction.

—Wayne Reynolds
TM & © 1995-2016 Wizards of the Coast, Inc. 33186

Creakwood Ghoul 4



Creature — Plant Zombie

Remove target card in a graveyard from the game. You gain 1 life.

Some eat the living. Some eat the dead. It eats the past.

Thomas M. Boga 3/3

Crumbling Ashes 1



Enchantment

At the beginning of your upkeep, destroy target creature with a -1/-1 counter on it.

"I was there to watch my brothers' quenching. I drew the slightest warmth from their dying rage."
—Illulia of Nighthearth

Chuck Lukacs 1

Lingering Tormentor 3



Creature — Spirit

Fear

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

The bogeyman doesn't disappear when you close your eyes.

Joshua Hoxter 2/2

Marrow Bonegnawer



Creature — Merfolk Rogue

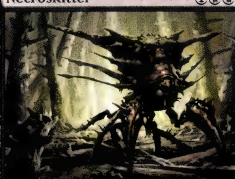
Target player removes a card in his or her graveyard from the game.

Whenever you play a black spell, you may untap Marrow Bonegnawer.

Banished to the Dark Meanders for hideous crimes, some nervous find a taste for the darkness... and the dead.

John Nelson 1/1

Necroskitter 1



Creature — Elemental

Wither (This deals damage to creatures in the form of -1/-1 counters.)

Whenever a creature an opponent controls with a -1/-1 counter on it is put into a graveyard, you may return that card to play under your control.

Jaime Jones 1/4

Needle Specter 1



Creature — Specter

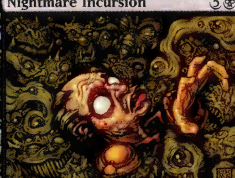
Flying

Wither (This deals damage to creatures in the form of -1/-1 counters.)

Whenever Needle Specter deals combat damage to a player, that player discards that many cards.

Christopher Nuyt 1/1

Nightmare Incurison 5

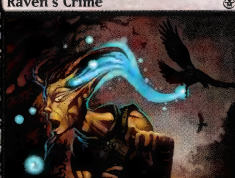


Sorcery

Search target player's library for up to X cards, where X is the number of Swamps you control, and remove them from the game. Then that player shuffles his or her library.

Chuck Lukacs 1

Raven's Crime



Sorcery

Target player discards a card.

Retrace (You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)

It plucks away memories like choice bits of carrion.

Warren Mahy 1

Smoldering Butcher 3



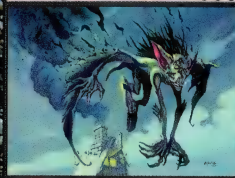
Creature — Elemental Warrior

Wither (This deals damage to creatures in the form of -1/-1 counters.)

A cinder's axe bears no marks from parrying a foe's blade.

Jason Boore & Fabian Siles 4/2

Soot Imp 1 2



Creature — Imp 1/2

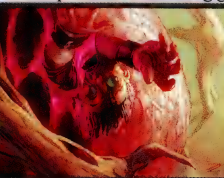
Flying

Whenever a player plays a nonblack spell, that player loses 1 life.

"If one gets in your chimney, you're going to need a long Wick and a barrel of bangstuff to get it out."
—Hob Heddl

—Jesper Ejsing

Soul Reap 1 2



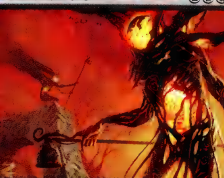
Sorcery

Destroy target nongreen creature. Its controller loses 3 life if you played another black spell this turn.

Their thoughtwift carried Darial's last thoughts back to his down. They sorely wished it had not.

—Jesper Ejsing

Soul Snuffers 2 2



Creature — Elemental Shaman 3/3

When Soul Snuffers comes into play, put a -1/-1 counter on each creature.

They once sought to unite with the flame of transcendence. Now they seek only to extinguish the lights of others.

—Jesper Ejsing

Syphon Life 1 2



Sorcery

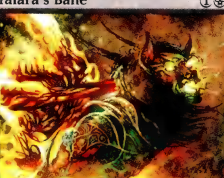
Target player loses 2 life and you gain 2 life.

Retrace (You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)

Leeches never tire of feeding.

—Jain Sengrave

Talara's Bane 1 2



Sorcery

Target opponent reveals his or her hand. Choose a green or white creature card from it. You gain life equal to that creature card's toughness, then that player discards that card.

"Your thoughts betray you."
—Illulia of Nighthearth

—Joshua Barker

Umbra Stalker 4 2



Creature — Elemental 4/4

Chroma — Umbra Stalker's power and toughness are each equal to the number of black mana symbols in the mana costs of cards in your graveyard.

Don't venture into the darkness, lest it decide not to let you leave.

—Dagmar

Chaotic Backlash 4 2



Instant

Chaotic Backlash deals damage to target player equal to twice the number of white and/or blue permanents he or she controls.

The concept of thoughtwift fascinates the Nighthearth cult. Imagine, bringing agony to an entire people by torturing just one.

—Carl Frank

Cinder Pyromancer 2 2



Creature — Elemental Shaman 1/1

C: Cinder Pyromancer deals 1 damage to target player.

Whenever you play a red spell, you may untap Cinder Pyromancer.

"If the whole world burns, I'll never grow cold."

—Candice Staples

Duergar Cave-Guard 3 2



Creature — Dwarf Warrior 3/3

Wither (This deals damage to creatures in the form of -1/-1 counters.)

*****: Duergar Cave-Guard gets +1/+1 until end of turn.

Duergars who grow too large to live in the tunnels are sent topside to defend the entrances from intruders.

—Dave Alltop



Rekindled Flame 2 2 2



Sorcery 4

Rekindled Flame deals 4 damage to target creature or player.

At the beginning of your upkeep, if an opponent has no cards in hand, you may return Rekindled Flame from your graveyard to your hand.

—Isaac Stiles & Gaber Sulzani
M.A. © 1993, 2008 Wizards of the Coast, Inc. 61/167

Stigma Lasher 2 2



Creature — Elemental Shaman 4

Wither (*This deals damage to creatures in the form of -1/-1 counters.*)

Whenever Stigma Lasher deals damage to a player, that player can't gain life for the rest of the game.

The Extinguisher's curse lasted long after her departure.

—Alexei Avetisyan
M.A. © 1993, 2008 Wizards of the Coast, Inc. 62/167

Thunderblust 2 2 2 2



Creature — Elemental 4

Haste

Thunderblust has trample as long as it has a -1/-1 counter on it.

Persist (*When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.*)

—Dan Scott
M.A. © 1993, 2008 Wizards of the Coast, Inc. 63/167

Unwilling Recruit 2 2 2 2



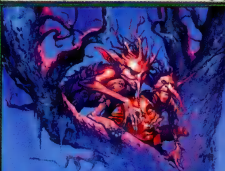
Sorcery 4

Gain control of target creature until end of turn. Untap that creature. It gets +X/+0 and gains haste until end of turn.

From didn't want to be kept, but he didn't want to be thrown back either.

—David Alltop
M.A. © 1993, 2008 Wizards of the Coast, Inc. 64/167

Aerie Ouphes 4



Creature — Ouphe 4

Sacrifice Aerie Ouphes: Aerie Ouphes deals damage equal to its power to target creature with flying.

Persist (*When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.*)

—Isaac Stiles
M.A. © 1993, 2008 Wizards of the Coast, Inc. 65/167

Bloom Tender 1



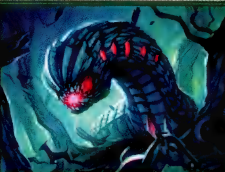
Creature — Elf Druid 4

☞: For each color among permanents you control, add one mana of that color to your mana pool.

Beauty is a seed, waiting to blossom under her capable hands.

—Chippy
M.A. © 1993, 2008 Wizards of the Coast, Inc. 66/167

Duskdale Wurm 5 5 5



Creature — Wurm 4

Trample

"Last time, it tore up the Wilt-Leaf, turned Mistmeadow into a mudhole, and made the river jump its banks. On the bright side, we were eating venison for weeks."

—Donal Allotay, cenn of Kinscaer

—Dan Dos Santos
M.A. © 1993, 2008 Wizards of the Coast, Inc. 67/167

Helix Pinnacle 5



Enchantment 4

Shroud

*: Put X tower counters on Helix Pinnacle.

At the beginning of your upkeep, if there are 100 or more tower counters on Helix Pinnacle, you win the game.

—Dan Scott
M.A. © 1993, 2008 Wizards of the Coast, Inc. 68/167

Marshdrinker Giant 3 3 3



Creature — Giant Warrior 4

When Marshdrinker Giant comes into play, destroy target Island or Swamp an opponent controls.

When giants rise from their long slumbers, they rarely remember how fragile the waking world can be.

—Darien
M.A. © 1993, 2008 Wizards of the Coast, Inc. 69/167

Monstrify 3



Sorcery

Target creature gets +4/+4 until end of turn.

Retrace (You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)

Gacht came to regret keeping his pet toads on his head.

— Lars Grant-West
TM & © 1993, 2004 Wizards of the Coast, Inc. 73-100

Nettle Sentinel



Creature — Elf Warrior

Nettle Sentinel doesn't untap during its controller's untap step.

Whenever you play a green spell, you may untap Nettle Sentinel.

Though Shadowmoor's monster-haunted wilds beckon, she never leaves her post.

— Ken Walker
TM & © 1993, 2004 Wizards of the Coast, Inc. 73-101

2/2

Phosphorescent Feast 2



Sorcery

Chroma — Reveal any number of cards in your hand. You gain 2 life for each green mana symbol in those cards' mana costs.

The boggarts gorged themselves until their bellies glowed.

— Ron Spencer
TM & © 1993, 2004 Wizards of the Coast, Inc. 73-102

Primalcrux



Creature — Elemental

Trample

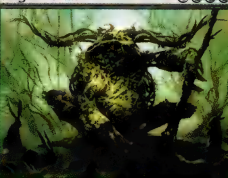
Chroma — Primalcrux's power and toughness are each equal to the number of green mana symbols in the mana costs of permanents you control.

When nature is backed into a corner, just like its children, it lashes out.

— Wayne Reynolds
TM & © 1993, 2004 Wizards of the Coast, Inc. 73-103

/

Regal Force 4



Creature — Elemental

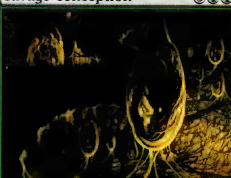
When Regal Force comes into play, draw a card for each green creature you control.

It rarely moves, standing stock still in its clearing. When it does stir, ravens stop their cawing and crickets their chirping. All of nature watches in awed silence.

— Brandon Kitkooski
TM & © 1993, 2004 Wizards of the Coast, Inc. 73-104

5/5

Savage Conception 3



Sorcery

Put a 3/3 green Beast creature token into play.

Retrace (You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)

Some beasts are born not of a mother, but of magic.

— William O'Connor
TM & © 1993, 2004 Wizards of the Coast, Inc. 73-105

Swirling Spriggan 2



Creature — Goblin Shaman

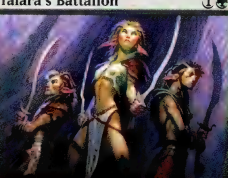
*: Target creature you control becomes the color or colors of your choice until end of turn.

After its encounter with the spriggan, the patrol was red with anger, green with envy, white with fear, and painfully black and blue.

— Thomas M. Baza
TM & © 1993, 2004 Wizards of the Coast, Inc. 73-106

3/3

Talara's Battalion



Creature — Elf Warrior

Trample

Play Talara's Battalion only if you played another green spell this turn.

The safeguard Talara protects a delicate woodland waterfall. She has vowed to send wave after wave of warriors to slay any who would dare disturb its beauty.

— Todd Lockwood
TM & © 1993, 2004 Wizards of the Coast, Inc. 73-107

4/3

Tilling Treefolk 2



Creature — Treefolk Druid

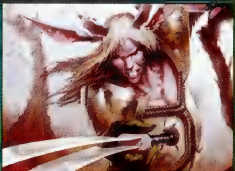
When Tilling Treefolk comes into play, you may return up to two target land cards from your graveyard to your hand.

He digs his roots into barren ground, searching for old seeds that never had the chance to sprout.

— Mark Poert
TM & © 1993, 2004 Wizards of the Coast, Inc. 73-108

1/3

Twinblade Slasher 3



Creature — Elf Warrior

Wither (*This deals damage to creatures in the form of -1/-1 counters.*)

1 ♣: Twinblade Slasher gets +2/+2 until end of turn. Play this ability only once each turn.

Righteous anger hones a humble soul.

—Trevor Raine

3/4

Wickerbough Elder 3



Creature — Treefolk Shaman

Wickerbough Elder comes into play with a -1/-1 counter on it.

♣: Remove a -1/-1 counter from Wickerbough Elder: Destroy target artifact or enchantment.

"Living scarecrows make a mockery of the natural order. Dead ones make fine hats."

—Jasper Frying

4/4

Batwing Brume 1



Instant

Prevent all combat damage that would be dealt this turn if ♣ was spent to play Batwing Brume. Each player loses 1 life for each attacking creature he or she controls if ♣ was spent to play Batwing Brume. (*Do both if ♣♣ was spent.*)

—Richard Kane Ferguson

Beckon Apparition 5



Instant

Remove target card in a graveyard from the game. Put a 1/1 white and black Spirit creature token with flying into play.

When a graveyard is full, the ghouls rattle the tombs and unleash the spirits into the sky.

—Larry MacDonald

Bloodied Ghost 1



Creature — Spirit

Flying

Bloodied Ghost comes into play with a -1/-1 counter on it.

"Only a knife left for a fortnight in the hollow of a ghashtark tree can inflict a wound so grave."

—Kithkin superstition

3/3

Cauldron Haze 1



Instant

Choose any number of target creatures. Each of those creatures gains persist until end of turn. (*When it's put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.*)

—Brandon Kitkowski

Deathbringer Liege 2



Creature — Horror

Other white creatures you control get +1/+1. Other black creatures you control get +1/+1. Whenever you play a white spell, you may tap target creature. Whenever you play a black spell, you may destroy target creature if it's tapped.

—Drew Tucker

3/4

Divinity of Pride 5



Creature — Spirit Avatar

Flying, lifelink

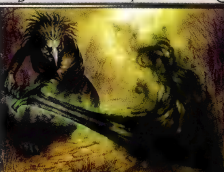
Divinity of Pride gets +4/+4 as long as you have 25 or more life.

"She spoke of mystery and portent, of such unfathomable things that my mind screamed for pity."

—The Seer's Parables

4/4

Edge of the Divinity 5



Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

—Dan Scott

Evershrike 3

Creature — Elemental Spirit

Flying

Evershrike gets +2/+2 for each Aura attached to it.

* * *: Return Evershrike from your graveyard to play. You may put an Aura card with converted mana cost X or less from your hand into play attached to it. If you don't, remove Evershrike from the game.

— Dan Dos Santos 2/2

TM & © 1993-2008 Wizards of the Coast

Gwyllion Hedge-Mage 2

Creature — Hag Wizard

When Gwyllion Hedge-Mage comes into play, if you control two or more Plains, you may put a 1/1 white Kithkin Soldier creature token into play.

When Gwyllion Hedge-Mage comes into play, if you control two or more Swamps, you may put a -1/-1 counter on target creature.

— Todd Lockwood 2/2

TM & © 1993-2008 Wizards of the Coast

Harvest Gwyllion 2

Creature — Hag

Wither (*This deals damage to creatures in the form of -1/-1 counters.*)

She speaks only in vile epithets, spitting out curses and obscenities that harm others just by the hearing.

— Nils Hamm 2/4

TM & © 1993-2008 Wizards of the Coast

Nightsky Mimic 1

Creature — Shapeshifter

Whenever you play a spell that's both white and black, Nightsky Mimic becomes 4/4 and gains flying until end of turn.

A mimic need only touch a being to learn its shape, but touching usually leads to mauling and messily eating.

— Franz Vohwinkel 2/1

TM & © 1993-2008 Wizards of the Coast

Nip Gwyllion 1

Creature — Hag

Lifelink (*Whenever this creature deals damage, you gain that much life.*)

Once your life and all your worldly possessions have been surrendered to her, a gwyllion can be surprisingly civilized.

— Alex Horley-Orlandelli 1/1

TM & © 1993-2008 Wizards of the Coast

Pyrrhic Revival 3

Sorcery

Each player returns each creature card in his or her graveyard to play with a -1/-1 counter on it.

They found themselves alive again, still bearing their mortal wounds.

— Richard Kane Ferguson 1/4

TM & © 1993-2008 Wizards of the Coast

Restless Apparition 3

Creature — Spirit

* * *: Restless Apparition gets +3/+3 until end of turn.

Persist (*When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.*)

— Jeff Easley 2/2

TM & © 1993-2008 Wizards of the Coast

Stillmoon Cavalier 1

Creature — Zombie Knight

Protection from white and from black

*: Stillmoon Cavalier gains flying until end of turn.

*: Stillmoon Cavalier gains first strike until end of turn.

* * *: Stillmoon Cavalier gets +1/+0 until end of turn.

— Christopher Moeller 2/1

TM & © 1993-2008 Wizards of the Coast

Unmake 3

Instant

Remove target creature from the game.

A gwyllion's favorite trap is the vanity mirror. A bewitched piece of glass traps the looker's soul and does away with the body.

— Steven Belledin 1/4

TM & © 1993-2008 Wizards of the Coast

Voracious Hatchling 3



Creature — Elemental 4

Lifelink
Voracious Hatchling comes into play with four -1/-1 counters on it.
Whenever you play a white spell, remove a -1/-1 counter from Voracious Hatchling.
Whenever you play a black spell, remove a -1/-1 counter from Voracious Hatchling.

— Jeremy Encio
© 1995-2005 Wizards of the Coast, Inc. (10/05)

6/6

Call the Skybreaker 5



Sorcery 4

Put a 5/5 blue and red Elemental creature token with flying into play.
Retrace (You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)
It hears and answers every orison across Shadotemoor.

— Randy Gallegos
© 1995-2005 Wizards of the Coast, Inc. (10/05)

Clout of the Dominus

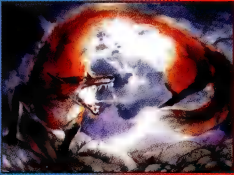


Enchantment — Aura 4

Enchant creature
As long as enchanted creature is blue, it gets +1/+1 and has shroud. (It can't be the target of spells or abilities.)
As long as enchanted creature is red, it gets +1/+1 and has haste.

— Jaime Jones
© 1995-2005 Wizards of the Coast, Inc. (10/05)

Crackleburr 1



Creature — Elemental 4

♦♦, ♦, Tap two untapped red creatures you control: Crackleburr deals 3 damage to target creature or player.
♦♦♦♦ ♦. Untap two tapped blue creatures you control: Return target creature to its owner's hand. (♦ is the untap symbol.)

— Mike Dringenberg
© 1995-2005 Wizards of the Coast, Inc. (10/05)

2/2

Crag Puca



Creature — Shapeshifter 4

♦♦: Switch Crag Puca's power and toughness until end of turn.
"Be happy when you see a puca shaped like mischief. It's far better than one shaped like death."
— Dindun of Kulrath Mine

— John Howe
© 1995-2005 Wizards of the Coast, Inc. (10/05)

2/4

Dominus of Fealty



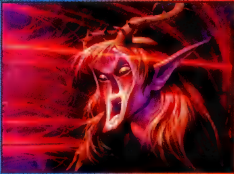
Creature — Spirit Avatar 4

Flying
At the beginning of your upkeep, you may gain control of target permanent until end of turn. If you do, untap it and it gains haste until end of turn.
"Nothing is truly your own. It is his, whether you know it or not."
— The Seer's Parables

— Kev Walker
© 1995-2005 Wizards of the Coast, Inc. (10/05)

4/4

Inside Out 1



Instant 4

Switch target creature's power and toughness until end of turn.
Draw a card.
Seyden's temperament didn't take well to the puca's magic. Nor did his face.

— Zoltan Boros & Gabor Siskai
© 1995-2005 Wizards of the Coast, Inc. (10/05)

Mindwrack Liege 3



Creature — Horror 4

Other blue creatures you control get +1/+1.
Other red creatures you control get +1/+1.
♦♦♦♦♦♦♦♦. You may put a blue or red creature card from your hand into play.

— Richard Whitters
© 1995-2005 Wizards of the Coast, Inc. (10/05)

4/4

Mirror Sheen 1



Enchantment 4

♦♦♦♦♦♦♦♦. Copy target instant or sorcery spell that targets you. You may choose new targets for the copy.
Even trefoil witches steer clear of the unpredictable woods near Glen Elendra. Spells refract off the glamer-polished trees and the eyes of lurking pucas.

— John Avon
© 1995-2005 Wizards of the Coast, Inc. (10/05)

Noggle Bandit 1

Creature — Noggle Rogue

Noggle Bandit can't be blocked except by creatures with defender.

Noggles believe that they were the first race ever to walk Shadowmoor. They don't "steal." They just take back what's rightfully theirs.

—Thomas Denmark
TM & © 1999-2008 Wizards of the Coast, Inc. 11/03/08

2/2

Noggle Bridgebreaker 2

Creature — Noggle Rogue

When Noggle Bridgebreaker comes into play, return a land you control to its owner's hand.

"It's always funny till someone gets hurt. Then it's hilarious."

—Thomas M. Baxa
TM & © 1999-2008 Wizards of the Coast, Inc. 11/03/08

4/3

Noggle Hedge-Mage 2

Creature — Noggle Wizard

When Noggle Hedge-Mage comes into play, if you control two or more Islands, you may tap two target permanents.

When Noggle Hedge-Mage comes into play, if you control two or more Mountains, you may have Noggle Hedge-Mage deal 2 damage to target player.

—Larry MacDonald
TM & © 1999-2008 Wizards of the Coast, Inc. 11/03/08

2/2

Noggle Ransacker 2

Creature — Noggle Rogue

When Noggle Ransacker comes into play, each player draws two cards, then discards a card at random.

Noggles live purely by what they can scavenge. There is not a single thing a noggle eats, wears, or uses that did not once belong to another.

—Alex Horley-Orlandelli
TM & © 1999-2008 Wizards of the Coast, Inc. 11/03/08

2/1

Nucklavee 3

Creature — Beast

When Nucklavee comes into play, you may return target red sorcery card from your graveyard to your hand.

When Nucklavee comes into play, you may return target blue instant card from your graveyard to your hand.

It loathes all tastes but two: spells and flesh.

—Trevor Hairsine
TM & © 1999-2008 Wizards of the Coast, Inc. 11/03/08

4/4

Riverfall Mimic 1

Creature — Shapeshifter

Whenever you play a spell that's both blue and red, Riverfall Mimic becomes 3/3 and is unblockable until end of turn.

Mimics don't hide their natural form well, but their disguises work well enough on boggarts.

—Frans Volwinkel
TM & © 1999-2008 Wizards of the Coast, Inc. 11/03/08

2/1

Shrewd Hatchling 3

Creature — Elemental

Shrewd Hatchling comes into play with four -1/-1 counters on it.

Target creature can't block Shrewd Hatchling this turn.

Whenever you play a blue spell, remove a -1/-1 counter from Shrewd Hatchling.

Whenever you play a red spell, remove a -1/-1 counter from Shrewd Hatchling.

—Carl Frank
TM & © 1999-2008 Wizards of the Coast, Inc. 11/03/08

6/6

Stream Hopper 1

Creature — Goblin

Stream Hopper gains flying until end of turn.

Like many who dwell in Shadowmoor now, he was robbed of his better half by the Aurora.

—Dave Allrop
TM & © 1999-2008 Wizards of the Coast, Inc. 11/03/08

1/1

Unnerving Assault 2

Instant

Creatures your opponents control get -1/-0 until end of turn if ♦ was spent to play Unnerving Assault, and creatures you control get +1/+0 until end of turn if ♠ was spent to play it. (Do both if ♦♠ was spent.)

The scales of battle rarely balance.

—Ron Spencer
TM & © 1999-2008 Wizards of the Coast, Inc. 11/03/08

Canker Abomination 2 2



Creature — Treefolk Horror 4

As Canker Abomination comes into play, choose an opponent. Canker Abomination comes into play with a -1/-1 counter on it for each creature that player controls.

Once the hideous disease takes hold, it spreads through both bark and mind.

— Alexander Kribitzky

6/6

Cankrous Thirst 3 3



Instant 4

If ♦ was spent to play Cankrous Thirst, you may have target creature get -3/-3 until end of turn. If ♠ was spent to play Cankrous Thirst, you may have target creature get +3/+3 until end of turn. (Do both if ♦♠ was spent.)

Nothing warms the bark on a chilly day like a draught of elf.

— Carl Frank

Creakwood Liege 1 3 3



Creature — Horror 4

Other black creatures you control get +1/+1.

Other green creatures you control get +1/+1.

At the beginning of your upkeep, you may put a 1/1 black and green Worm creature token into play.

— Lee Waters

2/2

Deity of Scars 3 3 3 3



Creature — Spirit Avatar 4

Trample

Deity of Scars comes into play with two -1/-1 counters on it.

♦ Remove a -1/-1 counter from Deity of Scars: Regenerate Deity of Scars.

"His skin cuts swords."
— The Seer's Parables

— Steve Mesnick

7/7

Desecrator Hag 2 3 3



Creature — Hag 4

When Desecrator Hag comes into play, return to your hand the creature card in your graveyard with the highest power. If two or more cards are tied for highest power, you choose one of them.

Loose earth is not a burial but an appetizer.

— Fred Harper

2/2

Doomgape 4 3 3 3



Creature — Elemental 4

Trample

At the beginning of your upkeep, sacrifice a creature. You gain life equal to that creature's toughness.

It eats and eats until the juiciest morsel it can find is itself.

— Dave Alhoff

10/10

Drain the Well 2 3 3



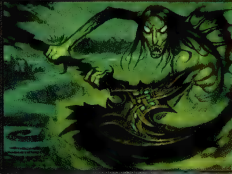
Sorcery 4

Destroy target land. You gain 2 life.

Trows have learned that it's not wise to eat cinders without a bucket or two of water nearby.

— Warren Miller

Gift of the Deity 4 3



Enchantment — Aura 4

Enchant creature

As long as enchanted creature is black, it gets +1/+1 and has deathtouch. (Whenever it deals damage to a creature, destroy that creature.)

As long as enchanted creature is green, it gets +1/+1 and all creatures able to block it do so.

— Steve Mesnick

Hag Hedge-Mage 2 3



Creature — Hag Shaman 4

When Hag Hedge-Mage comes into play, if you control two or more Swamps, you may have target player discard a card.

When Hag Hedge-Mage comes into play, if you control two or more Forests, you may put target card in your graveyard on top of your library.

— Scott Altmann

2/2

Noxious Hatching 3



Creature — Elemental 4

Noxious Hatching comes into play with four -1/-1 counters on it.

Wither (*This deals damage to creatures in the form of -1/-1 counters.*)

Whenever you play a black spell, remove a -1/-1 counter from Noxious Hatching.

Whenever you play a green spell, remove a -1/-1 counter from Noxious Hatching.

Nils Hamm
6/6

Odious Trow 2



Creature — Troll 4

1: Regenerate Odious Trow.

Trows are the vile trolls that lurk in the bogs of Shadowmoor. They reappear each night to frighten the living and gnaw the dead.

Warren Mahy
1/1

Quillspike 2



Creature — Beast 4

: Remove a -1/-1 counter from a creature you control: Quillspike gets +3/+3 until end of turn.

While it's true that a quillspike does heal the sick, it's just because it finds them tastier that way.

Carl Critchlow
1/1

Rendclaw Trow 2



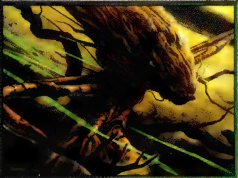
Creature — Troll 4

Wither (*This deals damage to creatures in the form of -1/-1 counters.*)

Persist (*When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.*)

Warren Mahy
2/2

Sapling of Colfenor 3



Legendary Creature — Treefolk Shaman 4

Sapling of Colfenor is indestructible.

Whenever Sapling of Colfenor attacks, reveal the top card of your library. If it's a creature card, you gain life equal to that card's toughness, lose life equal to its power, then put it into your hand.

Her plans may yet bear fruit.

John Koon
2/5

Stalker Hag 3



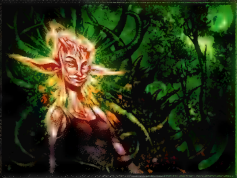
Creature — Hag 4

Swampwalk, forestwalk

Her hunt is silent until a bone snaps or flesh tears. Her victims never know to scream.

Dave Kneiff
3/2

Woodlurker Mimic 1



Creature — Shapeshifter 4

Whenever you play a spell that's both black and green, Woodlurker Mimic becomes 4/5 and gains wither until end of turn. (It deals damage to creatures in the form of -1/-1 counters.)

A mimic's disguise fools its victims just long enough to draw them within range of its venomous tentacles.

Frank Wukitch
2/1

Worm Harvest 2



Sorcery 4

Put a 1/1 black and green Worm creature token into play for each land card in your graveyard.

Retrace (*You may play this card from your graveyard by discarding a land card in addition to paying its other costs.*)

Chuck Litzke
1/1

Balefire Liege 2



Creature — Spirit Horror 4

Other red creatures you control get +1/+1.

Other white creatures you control get +1/+1.

Whenever you play a red spell, Balefire Liege deals 3 damage to target player.

Whenever you play a white spell, you gain 3 life.

Laigh Hirstley
2/4





Slippery Bogle 1



Creature — Beast

Slippery Bogle can't be the target of spells or abilities your opponents control.

Bogles are very tasty if you can get the skin off. It's getting a blade on them that's the problem.

—Dave Allsop

1/1

Snakeform 2



Instant

Target creature loses all abilities and becomes a 1/1 green Snake until end of turn.

Draw a card.

Losing his possessions distressed him, but the lack of limbs was strangely liberating.

—Jim Nelson

Spitting Image 4



Sorcery

Put a token into play that's a copy of target creature.

Retrace (You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)

Spitting is the customary greeting between a creature and its magical impostor.

—Jim Nelson

Sturdy Hatchling 3



Creature — Elemental

Sturdy Hatchling comes into play with four -1/-1 counters on it.

*: Sturdy Hatchling gains shroud until end of turn.

Whenever you play a green spell, remove a -1/-1 counter from Sturdy Hatchling.

Whenever you play a blue spell, remove a -1/-1 counter from Sturdy Hatchling.

—Barrett Riche

6/6

Trapjaw Kelpie 4



Creature — Beast

Flash

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Travelers in these waters leave a bit of themselves behind.

—Lars Grant-West

3/3

Wistful Selkie 3



Creature — Merfolk Wizard

When Wistful Selkie comes into play, draw a card.

Selkies call to a sea they never swam, in a tongue they never spoke, with a song they never learned.

—Mark Tedin

2/2

Altar Golem 7



Artifact Creature — Golem

Trample

Altar Golem's power and toughness are each equal to the number of creatures in play.

Altar Golem doesn't untap during its controller's untap step.

Tap five untapped creatures you control: Untap Altar Golem.

—Rob Alexander

/

Antler Skulkin 5



Artifact Creature — Scarecrow

2: Target white creature gains persist until end of turn. (When it's put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Every skull has a tale to tell, and a skulkin is many dire tales cobbled together.

—Dave Kendall

3/3

Fang Skulkin 2



Artifact Creature — Scarecrow

2: Target black creature gains wither until end of turn. (It deals damage to creatures in the form of -1/-1 counters.)

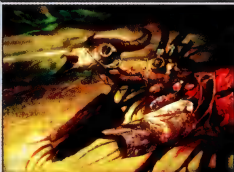
"Everything falls apart. But living things fall apart in the most fascinating ways."

—Motavagh the Graylion

—Ron Brown

2/1

Hoof Skulkin 3



Artifact Creature — Scarecrow

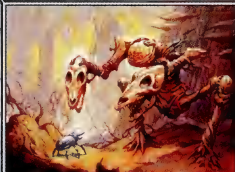
3: Target green creature gets +1/+1 until end of turn.

It hunts with the memory of a long lost herd.

—Joshua Hagler
© 1997, 2004 Wizards of the Coast, Inc. 150/150

2/2

Jawbone Skulkin 1



Artifact Creature — Scarecrow

2: Target red creature gains haste until end of turn.

*"Ah, skull of shrew—a very potent substance. In powdered form, it gives thrice the zing of naggle hoof pulp."
—Boghold, Barrenion medic*

—Jeff Easley
© 1997, 2004 Wizards of the Coast, Inc. 150/150

1/1

Leering Emblem 2



Artifact — Equipment

Whenever you play a spell, equipped creature gets +2/+2 until end of turn.

Equip 2

The banner was not a symbol of victory, but a herald of the carnage to come.

—Ron Brown
© 1997, 2004 Wizards of the Coast, Inc. 150/150

Scarecrae 3



Artifact Creature — Scarecrow

1: Sacrifice a Scarecrow: Draw a card.

4, ☞: Return target artifact creature card from your graveyard to play.

Her poppets bring joy to the truly depraved.

—Jesper Ejsing
© 1997, 2004 Wizards of the Coast, Inc. 150/150

1/2

Shell Skulkin 4



Artifact Creature — Scarecrow

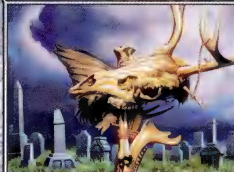
3: Target blue creature gains shroud until end of turn.

Skulkins confer strange benefits on unsuspecting patrons.

—Cale Easthorn
© 1997, 2004 Wizards of the Coast, Inc. 150/150

3/2

Ward of Bones 6



Artifact

Each opponent who controls more creatures than you can't play creature cards. The same is true for artifacts, enchantments, and lands.

Mages dare not attempt magic in its grotesque presence.

—David Martin
© 1997, 2004 Wizards of the Coast, Inc. 150/150

Cascade Bluffs



Land

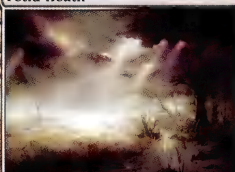
☞: Add 1 to your mana pool.

♣, ☞: Add ♣♣, ♠♠, or ♡♡ to your mana pool.

Travelers bathe in the falls to wash away curses from the pucas that lurk nearby.

—Brendan Lee
© 1997, 2004 Wizards of the Coast, Inc. 150/150

Fetid Heath



Land

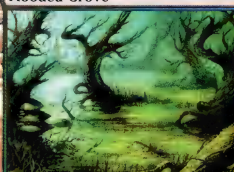
☞: Add 1 to your mana pool.

♣, ☞: Add ♣♣, ♠♠, or ♡♡ to your mana pool.

*"Do not linger in such places, child. There the gwyllions dance. If they find you, you will join in their revels for eternity."
—Talara, elvish seafarer*

—Cale Easthorn
© 1997, 2004 Wizards of the Coast, Inc. 150/150

Flooded Grove



Land

☞: Add 1 to your mana pool.

♣, ☞: Add ♣♣, ♠♠, or ♡♡ to your mana pool.

At full moon, the river seeps over its banks and crawls through the woods like a blanket of serpents.

—Cale Easthorn
© 1997, 2004 Wizards of the Coast, Inc. 150/150

Get Inside the Game

Go straight to the source for expert strategy, deckbuilding tips, behind-the-scenes information, and news from the gamers that make the game.

MAGICTHEGATHERING.COM



Illus. Greg Staples

EVENTIDE™

Card Checklist

This checklist lets you keep track of your cards. A card's collector number will help you find it in the Card Encyclopedia on pages 13–33.

☐ Aerie Ouphes	65 C	☐ Crumbling Ashes	35 U	☐ Flooded Grove	177 R
☐ Altar Golem	166 R	☐ Deathbringer Liege	85 R	☐ Gift of the Deity	122 C
☐ Antler Skulkin	167 C	☐ Deity of Scars	118 R	☐ Gilder Bairn	152 U
☐ Archon of Justice	1 R	☐ Desecrator Hag	119 C	☐ Glamerdye	21 R
☐ Ashling, the Extinguisher	33 R	☐ Divinity of Pride	86 R	☐ Glen Elendra Archmage	22 R
☐ Balefire Liege	132 R	☐ Dominus of Fealty	102 R	☐ Grazing Kelpie	153 C
☐ Ballynock Trapper	2 C	☐ Doomgape	120 R	☐ Groundling Pouncer	154 U
☐ Banishing Knack	17 C	☐ Double Cleave	135 C	☐ Gwyllion Hedge-Mage	89 U
☐ Battlegate Mimic	133 C	☐ Drain the Well	121 C	☐ Hag Hedge-Mage	123 U
☐ Batwing Brume	81 U	☐ Dream Fracture	19 U	☐ Hallowed Burial	7 R
☐ Beckon Apparition	82 C	☐ Dream Thief	20 C	☐ Harvest Gwyllion	90 C
☐ Belligerent Hatchling	134 U	☐ Duergar Assailant	136 C	☐ Hatchet Bully	54 U
☐ Bloodied Ghost	83 U	☐ Duergar Cave-Guard	51 U	☐ Hateflayer	55 R
☐ Bloom Tender	66 R	☐ Duergar Hedge-Mage	137 U	☐ Hearthfire Hobgoblin	141 U
☐ Cache Raiders	18 U	☐ Duergar Mine-Captain	138 U	☐ Heartlash Cinder	56 C
☐ Call the Skybreaker	98 R	☐ Duskdale Wurm	67 U	☐ Helix Pinnacle	68 R
☐ Canker Abomination	115 U	☐ Edge of the Divinity	87 C	☐ Hobgoblin Dragoon	142 C
☐ Cankorous Thirst	116 U	☐ Endless Horizons	4 R	☐ Hoof Skulkin	169 C
☐ Cascade Bluffs	175 R	☐ Endure	5 U	☐ Hotheaded Giant	57 C
☐ Cauldron Haze	84 U	☐ Evershrike	88 R	☐ Idle Thoughts	23 U
☐ Cenn's Enlistment	3 C	☐ Fable of Wolf and Owl	150 R	☐ Impelled Giant	58 U
☐ Chaotic Backlash	49 U	☐ Fang Skulkin	168 C	☐ Indigo Faerie	24 U
☐ Cinder Pyromancer	50 C	☐ Favor of the Overbeing	151 C	☐ Inside Out	103 C
☐ Clout of the Dominus	99 C	☐ Fetid Heath	176 R	☐ Inundate	25 R
☐ Cold-Eyed Selkie	149 R	☐ Fiery Bombardment	52 R	☐ Invert the Skies	155 U
☐ Crackleburrr	100 R	☐ Figure of Destiny	139 R	☐ Jawbone Skulkin	170 C
☐ Crag Puca	101 U	☐ Fire at Will	140 C	☐ Kithkin Spellduster	8 C
☐ Creakwood Ghoul	34 U	☐ Flame Jab	53 C	☐ Kithkin Zealot	9 C
☐ Creakwood Liege	117 R	☐ Flickerwisp	6 U	☐ Leering Emblem	171 R

□ Light from Within	10 R	□ Puncture Blast	60 C	□ Springjack Pasture	179 R
□ Lingering Tormentor	36 U	□ Pyrrhic Revival	93 R	□ Springjack Shepherd	15 U
□ Loyal Gyrfalcon	11 U	□ Quillspike	126 U	□ Stalker Hag	129 U
□ Marshdrinker Giant	69 U	□ Raven's Crime	41 C	□ Stigma Lasher	62 R
□ Merrow Bonegnawer	37 C	□ Razorfin Abolisher	28 U	□ Stillmoon Cavalier	95 R
□ Merrow Levitator	26 C	□ Recumbent Bliss	13 C	□ Stream Hopper	113 C
□ Mindwrack Liege	104 R	□ Regal Force	74 R	□ Sturdy Hatchling	163 U
□ Mirror Sheen	105 R	□ Rekindled Flame	61 R	□ Suture Spirit	16 U
□ Monstrify	70 C	□ Rendclaw Trow	127 C	□ Swirling Spriggan	76 U
□ Moonhold	143 U	□ Restless Apparition	94 U	□ Syphon Life	46 U
□ Murkfiend Liege	156 R	□ Rise of the Hobgoblins	145 R	□ Talara's Bane	47 C
□ Necroskitter	38 R	□ Riverfall Mimic	111 C	□ Talara's Battalion	77 R
□ Needle Specter	39 R	□ Rugged Prairie	178 R	□ Talonrend	30 U
□ Nettle Sentinel	71 C	□ Sanity Grinding	29 R	□ Thunderblust	63 R
□ Nightmare Incursion	40 R	□ Sapling of Colfenor	128 R	□ Tilling Treefolk	78 C
□ Nightsky Mimic	91 C	□ Savage Conception	75 U	□ Trapjaw Kelpie	164 C
□ Nip Gwyllion	92 C	□ Scarecrone	172 R	□ Twilight Mire	180 R
□ Nobilis of War	144 R	□ Scourge of the Nobilis	146 C	□ Twinblade Slasher	79 U
□ Noggle Bandit	106 C	□ Selkie Hedge-Mage	158 U	□ Umbra Stalker	48 R
□ Noggle Bridgebreaker	107 C	□ Shell Skullin	173 C	□ Unmake	96 C
□ Noggle Hedge-Mage	108 U	□ Shorecrasher Mimic	159 C	□ Unnerving Assault	114 U
□ Noggle Ransacker	109 U	□ Shrewd Hatchling	112 U	□ Unwilling Recruit	64 U
□ Noxious Hatchling	124 U	□ Slippery Bogle	160 C	□ Voracious Hatchling	97 U
□ Nucklavee	110 U	□ Smoldering Butcher	42 C	□ Wake Thrasher	31 R
□ Odious Trow	125 C	□ Snakeform	161 C	□ Ward of Bones	174 R
□ Oona's Grace	27 C	□ Soot Imp	43 U	□ Waves of Aggression	148 R
□ Outrage Shaman	59 U	□ Soul Reap	44 C	□ Wickerbough Elder	80 C
□ Overbeing of Myth	157 R	□ Soul Snuffers	45 U	□ Wilderness Hypnotist	32 C
□ Patrol Signaler	12 U	□ Spirit of the Hearth	14 R	□ Wistful Selkie	165 U
□ Phosphorescent Feast	72 U	□ Spitemare	147 U	□ Woodlurker Mimic	130 C
□ Primalcrux	73 R	□ Spitting Image	162 R	□ Worm Harvest	131 R

□ = Regular card □ = Premium card C = Common U = Uncommon R = Rare

Magic: The Gathering, Eventide, Wizards of the Coast, Friday Night Magic, and their logos, Magic, Lorwyn, Shadowmoon, characters' distinctive likenesses, the expansion symbols, the * ♦ ♣ ♠ symbols, and the pentagon of colors are property of Wizards of the Coast, Inc. in the U.S.A. and other countries. ©1993-2008 Wizards. U.S. Pat. No. RE 37,957.

30021883000001 EN

PLAY WITH FRIENDS & PICK UP COOL CARDS



Head to your local gaming store every Friday night for an evening of fun and games and a shot at exclusive foil prize cards. Friday Night Magic™ events are a great way to improve your game, learn new tricks, and meet new friends.

Illus. Aleksí Bríclor

Find out more at www.wizards.com/fnm.

